

ABSTRACT

Title:

Comparison of individual gaming activities in a match and training process in football.

Objectives:

Comparison of success of selected offensive individual gaming activities in a match and training process in SK Slavia Prague, category U-11 and U-10.

Methods:

The success of individual gaming activities between training process and the matches was compared by the method of indirect observation using video records of three matches and test battery. Matches showed different quality, so their overall results were taken into account by the coefficients of difficulty. Test battery included six exercises focused on the observed individual gaming activities. Based on the collected score from the test battery and percentage of success of the match the interval scale was identified through the standard deviation. Both values were compared.

Results:

The investigation showed that the quality of the observed individual gaming activities in the training process largely reflected in the game. This is illustrated by the finding that five of the eight observed players obtained the same results in battery test and observed matches.

Keywords:

Diagnosis of individual gaming activities, test battery, evading opponents, passing, shooting, coefficient of difficulty.